

DLC MANUAL

TROY

IMPERIUMS



FIGHT FOR TROY AND BECOME A LEGEND

This manual is supplementary to the more comprehensive manual of *Imperiums: Greek Wars* (IGW). It will focus only on those elements of the game whose function has changed compared to the main campaign of IGW. For detailed information on any of the game UI elements, features, and mechanics, please refer to the main IGW manual.

Welcome to *Troy*!

1. SCENARIO DESCRIPTION

Since antiquity, fascination with the legend of love between Helen and Paris that brought doom to the Trojan kingdom has enamored millions of people around the world. Homer's captivating account of love, hurt pride, greed, and personal courage has immortalized the heroes of this epic.

Yet, the historical sources are not unanimous as to whether the story happened at all, and if so, where and when. Millennia have covered ancient battlefields with layers of dust, and storytellers shrouded the war in a veil of myth. But as with any other story, it is the narrator who sets the scene, and it is the reader who relives it.

We have thus set the stage, and this time *you* will decide how this story ends.

Although according to Homer's account the war lasted for a decade, our campaign will only focus on the final stages of the war when the Greek and Trojan armies clashed in a series of decisive battles.

The Greeks have gathered a massive war fleet and sailed east. Upon reaching and occupying islands just off the Trojan mainland, they are ready for an attack on the coast.

In response, Trojans have fortified their coastal cities in anticipation of the landing, but their forces are greatly outnumbered. The beautiful city of Troia stands proud behind its impregnable walls; yet, more than just skill and luck will be needed to defend against these enemies.

There is a third aspect to this conflict that should not be forgotten: the Olympian gods, living by whim and caprice, will support one side or the other, and the three goddesses of Fate will continue to weave the destiny of each and every mortal hero.



2. FACTIONS

The opposing sides of the conflict are well known, but for the purpose of the game we've selected six factions that will take part in the war. Five of these are active, from which players can select: four Greek kingdoms joined in a loose coalition (Mykenai, Ithaka, Myrmidons, and Salamis); plus of course, the kingdom of Troy. There is also one dormant, unplayable faction: Thrakians, that might appear later during the game.

Each faction has its own victory goals based on their reasons for participation in the war; likewise, each has unique advantages that only apply to their side, all combining to differentiate one from another.

Troy

As you'll see, Troy occupies most of the campaign map, including many cities, coastal as well as inland, plus other strategically important places. It also controls several resource mines, making it economically strong, at least as long as it can keep its territories relatively intact. It can draw recruits from a large population, and its initial units are all ready to die for their country (*Patriot* improvement), strengthening the kingdom's defenses even more. Though its fleet is small, if used wisely it can harass and disrupt landing enemy forces.

Resources

The economy of Troy is only partially dependent on the production of its mines, lands and cities (see [Resource management](#) for more information). The kingdom has several mines and even a blacksmith and these should be protected as long as possible.

Troy receives additional resources regularly via three independent supply lines that bring goods from outside its territory. A southern supply line follows the Skamandros river through the cities of Kebren and Skamandreia, while a northern route travels via the port of Dardanos and the city of Birytis. Losing any of these cities will disrupt the flow of resources, therefore it is vital to keep them safe as long as possible. If any of these cities is taken but you manage to win it back, the supply line can be restored. However, if the city is destroyed and later re-built, the trade route will not be renewed.

A third supply line arrives from the east and is not bound to any particular route, so this is a safe and reliable source of vital resources that will never dry up.

All these sources are important, as war is a very expensive endeavor, even disregarding the population and cities you have to maintain. Therefore, losing any of them will likely have a grave effect on your ability to sustain your armies and people while maintaining your war strategy.



Strategic points

There are several strategically important cities and buildings in the *Troy* campaign that deserve extra attention which can bring a significant advantage if used wisely in coordination.

Cities that provide waypoints for [supply routes](#) are mentioned above. Especially important is the city of Dardanos, the only Trojan port with a shipyard. The Greeks dominate the seas, but Troy can still use its ships to inflict significant damage, interrupt supplies of invading armies, and disrupt Greek landings.

A **stable** allows Troy to build cavalry units who can greatly improve the mobility of its units and fast response to unexpected landing parties. The Greeks have no stables, and so their ability to build mounted units is limited to their cities, which can only provide [basic cavalry](#). If Troy is forced to withdraw from the coastal areas, consider destroying the building rather than leaving it in Greek hands.

Similarly, important is the **blacksmith** just north of city of Troia. Although Troy receives supplies from several sources, its own homeland production will prove increasingly important the longer the war drags on.

Cultural and religious beliefs are represented by the **Temple of Apollo** that overlooks the coast. Although the building is not significant in itself beyond its normal function, Apollo was venerated in Troy as its main deity and protector; losing the temple would greatly hurt Trojans' morale.

The **great walls of Troia** are Troy's best defense and the legends of them never being breached awake respect and awe in the men that try to break them (*Dread* improvement). Units can be pulled back into the city and to defend the walls for an indefinite period, provided that the kingdom does not run out of resources. Keeping guards inside the walls make the fortifications even stronger; if military units cannot be spared, the [Home Guard State Decision](#) can be used to provide men for the walls.



Beside this, the inner cities of Troia have the *Obedience* and *Civil Service* improvements that hinder subversive actions of other states.

The **Seer**, called the Oracle of Cassandra, standing inside Troia's mighty walls, allows the Trojans to lift the fog of war and spy on Greek units. Take advantage of this structure to reveal the movements and strength of invading armies and to allow time to regroup and prepare for the assault.

The **Asklepeion** that also stands within the walls of Troia can greatly help to heal Trojan units. It provides a temporary *Medics* improvement with no additional costs. Especially when the war of attrition approaches its later stages, the struggle for resources will force Troy to make hard decisions. Keeping military units in a good condition costs money, so using the Asklepeion allows them to reduce costs without compromising the health of their units. This becomes even more important when you realize that Troy has only one city with a specialization for Hoplites at the beginning of the game (and Hoplites are the backbone of their defenders).

The **Healing Tree** that grows east of the Troia city provides a restorative sap that helps units standing on the same tile to heal faster with no additional costs. It is another way the Trojans can keep their fighting units at good condition without depleting their precious resources.

There are also several **icons** visible on the map; however, they have their own purpose in this scenario and are not used in the same way as in the IGW campaign, which is suggested by their different names.

Winning strategy

The Greek invasion force is formidable, and if they coordinate their landing well, it is virtually impossible for the Trojans to defend all their coastline. Chances are that sooner or later the Trojans will be forced to pull back behind the great walls of their city. However, if they can hold Troia for 70 turns, the moral victory will be theirs.

Attacking the walls without a breach will become increasingly expensive for the Greeks, both in terms of the maintenance of their army as well as casualties. This might break their unity and morale from within. This contingency offers another interesting option for victory: that is, the Greeks are a coalition of four factions (see below), and so Troy might want to try to improve relations with any of those, going so far as to sign a separate peace, which would greatly weaken the enemy as well as gain a new ally.

Greeks

There are four Greek factions: Mykenai, Ithaka, Myrmidons and Salamis, bound in a loose coalition under the Brothers-in-Arms treaty. Each faction has a base on one of the islands lying just off the Trojan coast, and own a number of ships and armies ready for attack. They are fully independent in their actions in terms of diplomacy, trading, military, and economy; however, each has its own specific advantages to differentiate their play style and winning strategies.

Resources

None of the Greek factions is dependent on income from mines, cities, and tiles. They all receive regular resource supply from home, and these routes cannot be disrupted. Their units have low maintenance costs at the beginning of the game (temporary *Forager* improvement), yet as the game progresses, this advantage diminishes and the army upkeep becomes more expensive, and the need for additional resources becomes more acute. Without establishing a firm foothold on the Trojan mainland and getting control of the riches of the kingdom, they will struggle to survive.

Diplomacy

Not all kings were happy to join this great campaign against Troy, and so their attitudes towards the war and the Greek coalition as a whole vary. Some are more prone to seek discord and go their own way, others feel more strongly about the unity of the Greeks. For example, Myrmidons led by Achilles are more strong-headed and ready to win eternal glory on their own, whereas Odysseus of Ithaka honors his obligation toward Greek unity.



Mykenai

Mykenai is officially the leader of the Greek factions under their king Agamemnon and his brother Menelaos as high commanders.

Both are driven by hurt pride and thirst for revenge (Helen is after all Menelaos' wife), not to mention by Agamemnon's greed and ambition; he longs for the wealth of the Trojan kingdom and control of the Hellespontos.

The Mykenaians are not the strongest force in the coalition, but they have the only trireme available in the game as a sign of their leadership, and their accompanying units brought from Greece are particularly trained for assault on cities (*City raider* improvement). They also control the Seer Kalchas who allows them to peek through the fog of war.

The primary goal of Agamemnon and his brother is to conquer the great city of Troia at whatever cost, even if they should burn the city to the ground. If they can do this within a year of their arrival on the Trojan coast (53 turns), the victory will be theirs.

Ithaka

The Ithakans, led by the wise king Odysseus, are the least numerous of the Greek kingdoms taking part in this war, and as such they have the least favorable position, occupying the smallest of the off shore islands. Nonetheless, the strength of their armies is not in the power of their arms, but rather in seeking advantageous positions.

Odysseus wishes nothing more than to return home to his wife and son, therefore his main goal is to end the war by finding Helen and bringing her back to the Greek camp and her rightful husband Menelaos. As simple as that might seem, this will require all the shrewdness the king can muster.

Myrmidons

The Myrmidons, led by legendary Achilles, are the most feared force in the Greek camp. They were the first to land on offshore islands, and thus they occupy the most advantageous position: two bases on two islands, both just a stone's throw from the coast.

Their armies are well trained and disciplined with high battle morale (*Discipline* and *Dread* improvements); just the sound of their battle cry freezes the hearts of their opponents.

Achilles and his men are true warriors. They came to Troy not to gain material riches but to win glory and everlasting fame that can only be achieved in battle. They will find immortality through the deaths of their enemies. Or their own.

Salamis

The Salaminians are led by another Greek hero, Ajax. They have made their base quite far from the Trojan mainland, but it opens new opportunities for them. They can easily reach the independent Chersonese peninsula in the north and claim more ground. On the other hand, the northern reaches are constantly threatened by Thracian raiding parties, and this danger should not be underestimated.

Ajax brought to Troy a force of battle-hardened men with elite training (*Elite* improvement). Their mobility and strength make them, alongside the Myrmidons, the most powerful factions among the Greek forces.

Like Achilles, Ajax also came to Troy to seek fame through the death of his enemies; this will be the way to victory for Salamis.

Thrakians

The barbarian Thrakians are a dormant faction whose raiding parties will appear from the north in search of places to settle and villages to plunder. They behave as an independent faction, by default at war with all other factions; however, they can enter into diplomatic and trading relations with them.

3. MAP ITEMS

As the scenario only focuses on the final stages of the war, we decided to limit the number of map items available in the game, both to make the story believable and to enhance the tactical and strategic importance of existing objects.

Units

Since all major factions in the game are of Greek origin, they all use Greek army type units by default. Thrakians, on the other hand, employ Barbarian type units, while the Trojans can receive reinforcements from their eastern neighbors, who will be of Persian army type.

As the story took place in an early phase of Greek history, we also removed the third unit tier (superior), which means that only basic and advanced units can be used in this scenario (e.g. for Greek army type Peltasts and Hoplites, and Prodromoi and Hippeis cavalry).

Similarly, naval units are limited to Boats and Biremes for all factions, with the one notable exception above, i.e. the trireme owned by Mykenai as coalition flagship.

Unit Stacking

As the campaign map is designed primarily as a tactical scenario, we reduced the number of units that can occupy a single tile to **two**. This should enhance tactical coordination for advancing as well as defending units.

Buildings

The ability to construct military, economic, and cultural buildings has also been removed. As the war is to last one or two years and all free resources will be channeled to war purposes, construction of buildings would feel out of place. On the other hand, the buildings existing on the map at the beginning of the game get much greater tactical and strategic significance for all sides. The only exception to this rule is a Fort, albeit this structure is only available to the Trojan side.

Improvements

As explained in the section below, the [Research Tree](#) has been also removed, and so it is not possible to discover any improvement. This, however, doesn't mean there are no improvements to be found in the game! Most are available for all factions right from the start, however their number is limited compared with the main campaign of *Imperiums: Greek Wars*.

Certain improvements are only available to a particular faction(s) to create wider differences between individual sides and allow for various strategies for human players; e.g., only Myrmidons can use the *Discipline* improvement.

4. MECHANICS

Since *Imperiums: Troy* is primarily designed as a tactical campaign, many game mechanics have been removed or adapted. However, to win this war you will still need strategic thinking and planning skills, as tactics and strategy always go hand in hand.

Resource management

Resources are generated as usual by mines/quarries, cities, and from tiles; however, as these are quite limited in the game, all factions receive additional supplies on a regular basis either from home ([Greek factions](#)), or via various supply lines ([Troy](#)).

Greek supply routes are reliable and safe, however maintaining a large army far from home is always expensive, and the longer the war lasts, the more acutely the lack of resources will be felt. The only additional sources are on the Trojan mainland, which will naturally be fiercely contested.

Trojan supply lines are on the other hand very vulnerable to Greek attacks; if any of the aforementioned waypoints on these routes is taken or destroyed, this source of income evaporates. It is therefore important to protect home based production as long as possible.

Governments

All the main factions fighting at Troy were essentially independent kingdoms. We decided it would not make sense to try to create artificial differences, especially as the leadership of armed forces at war is bound by different rules than administrative processes at home in peacetime. But it is exactly these differences in wartime command that makes leadership stand apart.

All types of government have been replaced by ‘war values’, and each faction has its own ‘highest’ value. The Army Morale determined by this value differs slightly to emphasize the priorities and resolve of each army. This ‘government’ type cannot be changed.

Research

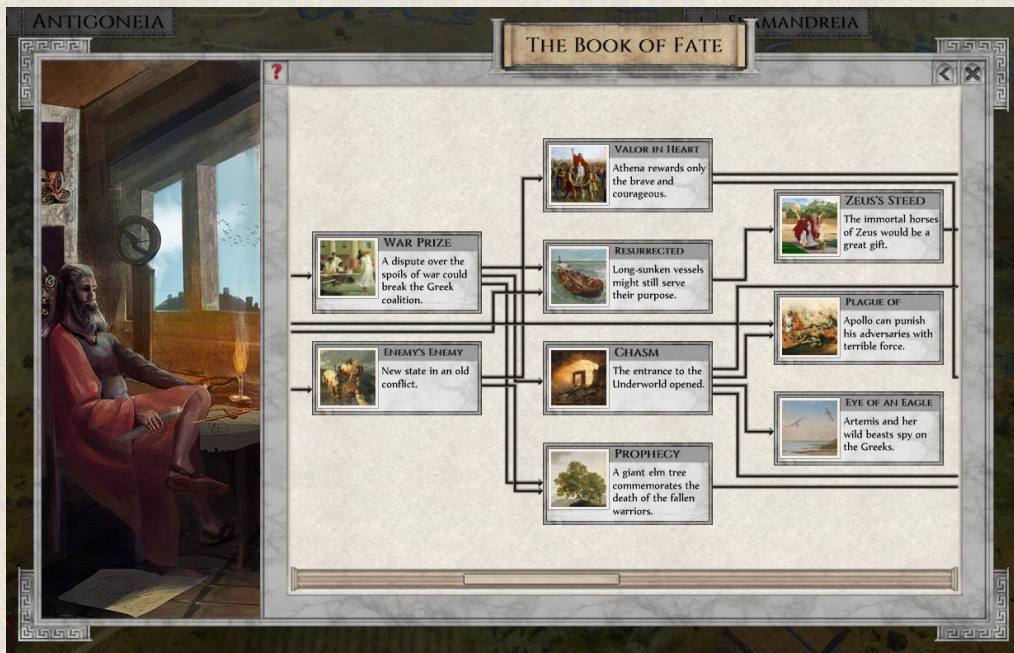
Although war usually drives technological progress, we must accept the fact that we are only looking at a very short window of time. It would therefore be implausible to think that the kingdoms would be able to spare resources, time, and men for researching new technologies and inventions on a daily basis. Therefore, the Research Tree has been fully removed.

All [units](#), [buildings](#), and [improvements](#) that can be used in the game are already available from the beginning. Yet, as mentioned elsewhere, not all are available for all factions, thus to add extra depth to the game.

Book of Fate

In our opinion the story of Troy as written by Homer cannot be retold without including supernatural powers intervening in the war. Beliefs in Olympian gods, mythical figures and monsters, were a part of ancient Greek culture, and we couldn’t stay true to legend without them.

To tell the story in a believable and plausible way, we have introduced a so-called Book of Fate. This can be imagined as a path of destiny already laid in front of each king by the goddesses of Fate who weave certain major events and further determine where destiny will lead.



These events are designed in a way so as not to significantly alter the course of the war, rather that they should create an immersive storyline with minor advantages or disadvantages for either side while staying true to the myths of the Trojan war. For example, dead warriors might come back from Hades to continue their fight, sunken ships might be raised from the bottom of the sea, unexpected allies might come to aid in limited numbers, etc.

Not all events from the Book of Fate will be triggered in one game as they are resolved through game conditions, so one or another faction might be 'luckier' than the rest under the fickle winds of Fate. However, the player cannot affect these events directly, as even the ancient heroes could not change their destiny!

It is possible to disable this mechanic altogether in the Game Options.

State Decisions

A few new State Decisions were added to make our story of *Troy* more immersive, as well as to provide the player with additional options to deal with difficult situations.

Home Guards

When the Trojans are forced to pull back behind the great city walls of Troia but they cannot/do not want to spare their regular units to guard the walls, they can call on volunteer militia to take up positions on the walls and strengthen the city defenses.

Exodus

If Troia is besieged and people inside the gates are starving, part of the population can be evacuated to the east via the eastern section of the city walls, to decrease pressure on resources.

Trojan Horse

For their part, the Greeks can, upon receiving divine inspiration from Poseidon, build a wooden horse statue as a symbol of sea god's support and protection. Once finished, the statue increases General Morale of all owned as well as friendly units within two tiles of the statue every turn, provided there are enemies nearby. This means that the effect is only applicable if the statue is maximum three tiles from the battlefield.

Since it's mobile, it can be moved with advancing units, and if dragged all the way to the walls of Troia, the soldiers will charge the walls with a song on their lips and unbreakable courage in their hearts.

Conversely, destruction of the horse would result in a huge Army Morale hit for the owner's faction; the negative effect is so great that it might be necessary to withdraw affected units from the battlefield to allow the faction to stabilize, otherwise the whole army is at risk of total collapse.